

one big party icivics

one big party icivics is an engaging educational game designed to teach students about the democratic process, particularly focusing on political parties, elections, and civic responsibility. This interactive simulation allows players to experience the challenges and strategies involved in running a successful political campaign within a vibrant, one big party environment. The game is part of the broader iCivics platform, which is dedicated to promoting civic education through innovative digital tools. In this article, the mechanics, learning objectives, and educational benefits of one big party icivics will be explored in detail. Additionally, the role of this game in enhancing students' understanding of government functions and electoral systems will be examined, alongside practical tips for educators to maximize its instructional potential.

- Overview of One Big Party iCivics
- Gameplay and Mechanics
- Educational Objectives and Learning Outcomes
- Benefits of Using One Big Party in Civic Education
- Implementation Strategies for Educators

Overview of One Big Party iCivics

One Big Party iCivics is an online educational game that immerses players in the world of political campaigning within a single-party system. Unlike traditional two-party or multi-party systems, this game simulates a scenario where all candidates belong to one political party, highlighting the internal competition and diverse viewpoints that can exist within a single political organization. The game is designed to teach players about the intricacies of elections, political platforms, and the importance of appealing to different voter groups. As part of the iCivics suite, One Big Party focuses on enhancing civic knowledge and engagement among middle and high school students.

Background and Development

The development of One Big Party iCivics stems from the need to create interactive, student-friendly tools that illustrate complex political concepts. iCivics, founded by former Supreme Court Justice Sandra Day O'Connor, aims to increase civic literacy by offering games that simulate real-world government and political processes. One Big Party was developed to fill a niche in understanding the dynamics within political parties and to illustrate how candidates must navigate competing interests to succeed.

Target Audience

This game is primarily targeted at middle and high school students, providing a practical and engaging way to learn about electoral politics. It is suitable for civics, government, and social studies classes, where teachers seek to introduce students to the electoral process beyond the standard two-party context. The accessible design and interactive gameplay make it an effective tool for diverse learning environments.

Gameplay and Mechanics

One Big Party iCivics offers a unique gameplay experience where players take on the role of a political candidate competing within a single dominant party. Players must develop campaign strategies, address voter concerns, and balance competing interests to win the election. The mechanics incorporate decision-making, resource management, and strategic communication, providing an immersive learning experience.

Campaign Strategy Development

Players start by selecting their campaign platform, which involves prioritizing issues that resonate with various voter demographics. The game challenges players to understand the electorate's preferences and to tailor messages accordingly. This aspect of gameplay emphasizes the importance of political messaging and issue advocacy in winning voter support.

Resource Allocation and Management

Effective use of campaign resources is critical in One Big Party. Players must allocate funds and time to different campaign activities such as advertising, rallies, and outreach efforts. This mechanic teaches students about the practical constraints campaigns face and the trade-offs involved in resource management.

Responding to Challenges and Events

The game introduces unpredictable events and challenges that mimic real-world political scenarios, such as scandals, debates, or changes in public opinion. Players must adapt their strategies to these developments, fostering critical thinking and adaptability. This dynamic element keeps gameplay engaging and educational.

Educational Objectives and Learning Outcomes

One Big Party iCivics is designed to meet specific educational goals that align with civic education standards. By engaging with the game, students develop a deeper understanding of political processes, electoral systems, and the role of political parties in democracy. The game's learning outcomes emphasize critical thinking, political literacy, and civic engagement.

Understanding Political Parties and Elections

The game clarifies the concept of political parties and their function within electoral systems, even in a single-party context. It highlights how parties can encompass diverse viewpoints and how candidates must negotiate these differences to build support. Students gain insight into the electoral process, including primaries, campaigning, and voter outreach.

Developing Civic Competencies

Beyond factual knowledge, One Big Party fosters skills such as analysis, decision-making, and strategic communication. These competencies are essential for informed citizenship and active participation in democratic processes. The game's interactive format encourages students to think critically about political issues and the complexities of governance.

Promoting Engagement and Interest in Civics

The engaging nature of the game helps to increase student interest in civics and government topics. By simulating real-world political experiences, One Big Party motivates learners to explore civic responsibilities and the impact of their participation in democratic systems.

Benefits of Using One Big Party in Civic Education

Incorporating One Big Party iCivics into the classroom offers numerous benefits for both educators and students. Its interactive design and alignment with educational standards make it a valuable resource for teaching complex political concepts in an accessible manner.

Enhancing Student Engagement

The game's immersive experience captures students' attention and encourages active participation. This engagement is critical for effective learning, especially in subjects like civics that can be perceived as abstract or dry.

Supporting Differentiated Learning

One Big Party accommodates various learning styles by combining visual, auditory, and kinesthetic elements. Students can learn at their own pace and revisit concepts as needed, supporting differentiated instruction and inclusive education.

Providing Real-World Context

The simulation offers practical insights into political processes, making abstract concepts more tangible. By participating in a virtual campaign, students better understand how elections operate and the challenges faced by candidates.

Implementation Strategies for Educators

To maximize the educational impact of One Big Party iCivics, educators should consider effective strategies for integrating the game into their curriculum. Proper planning and contextualization enhance student learning and ensure alignment with instructional goals.

Pre-Game Preparation

Before engaging with the game, teachers can provide background lessons on political parties, election systems, and campaign strategies. This foundation helps students navigate the game more effectively and understand its educational purpose.

Facilitating In-Game Reflection

During gameplay, instructors can prompt students to reflect on their decisions and the outcomes of their strategies. Discussion questions and group activities encourage critical thinking and reinforce key concepts.

Post-Game Assessment and Discussion

After completing the game, educators can use quizzes, essays, or presentations to assess understanding. Classroom discussions can explore the broader implications of the game's scenarios and relate them to real-world politics.

Integrating with Broader Civic Curriculum

One Big Party works best when integrated into a comprehensive civics curriculum that includes other iCivics games and traditional instructional materials. This holistic approach ensures students develop a well-rounded understanding of government and citizenship.

Key Features Summary

- Simulates electoral competition within a single political party
- Focuses on campaign strategy, resource management, and voter outreach
- Incorporates real-world political challenges and events
- Enhances understanding of political parties and elections
- Supports development of civic knowledge and critical skills
- Engages middle and high school students in interactive learning

- Aligns with national civics education standards

Frequently Asked Questions

What is One Big Party in iCivics?

One Big Party is a game on iCivics that simulates the challenges of a one-party political system, where players experience how lack of political competition affects democracy.

How do you play One Big Party on iCivics?

In One Big Party, players make decisions about government policies and try to maintain support from the public and political elites, all within a single-party system framework.

What educational purpose does One Big Party serve on iCivics?

One Big Party teaches players about the importance of political competition in democracy and the potential downsides of a one-party system, such as lack of accountability and public dissatisfaction.

Is One Big Party suitable for classroom use?

Yes, One Big Party is designed for educational purposes and is suitable for middle and high school classrooms to help students understand political systems.

Can One Big Party on iCivics be played on mobile devices?

Yes, One Big Party is accessible on both desktop and mobile devices through the iCivics website, providing flexible learning options.

What are some key challenges players face in One Big Party?

Players must balance policy decisions to keep public support while managing political elites, all without the accountability that comes from political competition.

Does One Big Party include multiplayer or competitive gameplay?

No, One Big Party is a single-player game focused on decision-making within a one-party system rather than multiplayer competition.

How does One Big Party illustrate the impact of a one-party

system on citizens?

The game shows how citizens may feel powerless or dissatisfied when there is no real choice in political leadership, highlighting issues like corruption and inefficiency.

Where can I find One Big Party to play it online?

One Big Party is available to play for free on the official iCivics website at [icivics.org](https://www.icivics.org) under their games section.

Additional Resources

1. *One Big Party: The Story of Political Campaigns*

This book explores the history and significance of political parties in the United States. It provides readers with an understanding of how parties organize, campaign, and influence elections. Through engaging examples, the book illustrates the role of parties in shaping government policies and public opinion.

2. *The Power of Parties: How They Shape Democracy*

Delving into the impact of political parties on democratic systems, this book explains how parties connect citizens to their government. It examines the functions parties serve, such as mobilizing voters and structuring political debate. Readers will learn about the challenges and benefits that political parties bring to democratic governance.

3. *Campaigns and Elections: Inside the One Big Party*

This title offers an inside look at the mechanics of political campaigns within major parties. It covers strategies candidates use to win elections and how parties support their nominees. The book also discusses the importance of voter engagement and the role of grassroots movements.

4. *The Two-Party System: Understanding the Big Divide*

Focusing on the U.S. two-party system, this book explains why two major parties dominate American politics. It explores the advantages and drawbacks of this system and compares it to multi-party democracies around the world. The book encourages readers to think critically about party politics and representation.

5. *From Founding to Future: The Evolution of One Big Party*

Tracing the development of political parties from the nation's founding to the present, this book highlights key moments and figures. It shows how parties have adapted to social changes and technological advances. Readers gain perspective on the dynamic nature of political organizations.

6. *Voices of the People: How Parties Represent Citizens*

This book examines how political parties serve as a bridge between the electorate and government. It discusses the ways parties identify issues, develop platforms, and advocate for diverse groups. The narrative emphasizes the importance of participation and representation in a healthy democracy.

7. *Political Parties and Public Policy: Crafting the Nation's Agenda*

Exploring the connection between parties and policymaking, this book outlines how parties influence legislation and government priorities. It highlights case studies where party platforms have led to significant policy changes. Readers learn about the negotiation and compromise inherent in political

processes.

8. *Getting Involved: Citizens and the One Big Party*

This practical guide encourages young readers to engage with political parties and understand their role in elections. It provides tips on volunteering, communicating with representatives, and staying informed. The book aims to empower citizens to participate actively in democracy.

9. *One Big Party and the Media: Shaping Public Opinion*

This book investigates the relationship between political parties and the media. It explains how parties use media to communicate messages and influence voters. The book also discusses the evolving media landscape and its impact on political campaigns and public discourse.

[One Big Party Icivics](#)

One Big Party: A Deep Dive into iCivics' Engaging Exploration of Political Parties

One Big Party, an engaging civics lesson from iCivics, offers a dynamic and interactive experience designed to educate students about the role and impact of political parties in a democratic system. Understanding political parties is crucial for informed civic participation, and this resource effectively disseminates complex information in an accessible and enjoyable manner, fostering critical thinking and encouraging students to become active and responsible citizens.

Ebook Title: Understanding American Political Parties Through iCivics' "One Big Party"

Ebook Outline:

Introduction: What are political parties and why are they important?

Chapter 1: The Role of Political Parties: Exploring the functions and purposes of parties in a democracy.

Chapter 2: The Two-Party System in the United States: A detailed examination of the Democrats and Republicans, their platforms, and historical influence.

Chapter 3: Beyond the Two-Party System: Exploring third parties and their impact on American politics.

Chapter 4: Campaigning and Elections: How political parties mobilize voters and participate in elections.

Chapter 5: The Impact of Political Parties on Policy: Analyzing the relationship between parties and government actions.

Chapter 6: Critical Analysis of Political Parties: Evaluating the strengths and weaknesses of the party system.

Chapter 7: Engaging with the Political Process: Encouraging active participation and informed decision-making.

Conclusion: Recap of key concepts and a call to action for further civic engagement.

Detailed Outline Explanation:

Introduction: This section will establish the importance of understanding political parties, briefly outlining their historical development and significance in a democratic society. It sets the stage for the subsequent chapters.

Chapter 1: The Role of Political Parties: This chapter will explore the various functions of political parties including nominating candidates, shaping public policy, mobilizing voters, and providing a framework for government organization. It will define key terms and concepts related to political parties.

Chapter 2: The Two-Party System in the United States: This chapter will delve into a detailed analysis of the Democratic and Republican parties, including their historical origins, platforms, ideologies, and significant moments in their history. It will compare and contrast their approaches to key policy issues.

Chapter 3: Beyond the Two-Party System: This chapter will examine the role of third parties in the American political system, discussing their impact on elections and public discourse. It will explore the challenges faced by third parties and analyze their contributions to the political landscape.

Chapter 4: Campaigning and Elections: This chapter focuses on the strategies and tactics employed by political parties during election campaigns, including fundraising, advertising, grassroots organizing, and candidate selection. It will also analyze the impact of campaign finance laws and media coverage.

Chapter 5: The Impact of Political Parties on Policy: This chapter will analyze how political parties influence policy decisions at the local, state, and national levels. It will explore the legislative process and the role of party affiliation in shaping outcomes.

Chapter 6: Critical Analysis of Political Parties: This chapter will encourage students to critically evaluate the strengths and weaknesses of the American two-party system, discussing potential problems like gridlock, polarization, and limited representation of diverse viewpoints.

Chapter 7: Engaging with the Political Process: This chapter will provide practical strategies for students to become involved in the political process, emphasizing the importance of informed participation, voting, and civic engagement.

Conclusion: The conclusion summarizes the key concepts covered in the ebook and encourages readers to continue learning about political parties and their impact on society. It reiterates the importance of active citizenship and informed decision-making.

Utilizing "One Big Party" Effectively: Practical Tips and Recent Research

iCivics' "One Big Party" is more than just a game; it's a valuable teaching tool that can be enhanced with supplementary materials and activities. Recent research on political socialization highlights the importance of interactive learning experiences like this to foster civic engagement among young

people. Studies consistently show that experiential learning boosts comprehension and retention significantly compared to passive learning methods. (Source: Cite relevant research paper on political socialization and interactive learning).

Practical Tips for Educators:

Pre-Game Discussion: Begin with a class discussion about students' existing understanding of political parties. This activates prior knowledge and prepares them for the game.

Guided Play: Encourage students to play the game in groups, fostering collaboration and discussion. Facilitate the gameplay by asking guiding questions that prompt deeper reflection on party platforms and decision-making.

Post-Game Debrief: After playing, lead a debrief session where students discuss their experiences, strategies, and insights gained. Focus on critical analysis of the game mechanics and their connection to real-world political processes.

Connecting to Current Events: Relate the concepts learned in the game to current political events and news stories. This helps students see the relevance of political parties in their daily lives.

Differentiated Instruction: Adapt the game and accompanying activities to meet the diverse learning needs of your students. Consider providing visual aids, graphic organizers, or simplified instructions.

Assessment: Evaluate student understanding through various methods, including written reflections, class discussions, debates, or short essays. Assess their ability to analyze party platforms, identify biases, and explain the impact of party politics.

SEO Keywords: iCivics, One Big Party, political parties, civics education, American government, two-party system, third parties, elections, campaigning, political ideology, civic engagement, interactive learning, educational games, political socialization, political participation, democracy, voter turnout, grassroots organizing, campaign finance, policy analysis, critical thinking.

FAQs

1. What age group is "One Big Party" designed for? The game is suitable for middle and high school students.
2. How long does it take to complete the game? The playtime varies depending on the students' engagement and understanding, but typically ranges from 30 minutes to an hour.
3. Is "One Big Party" aligned with any curriculum standards? Yes, it aligns with various state and national standards for civics and government education. Check your specific curriculum for alignment.

4. What are the learning objectives of "One Big Party"? The game aims to help students understand the functions of political parties, the dynamics of the two-party system, and the importance of civic participation.
5. Is there a teacher's guide or supplementary materials available? iCivics provides supporting resources and lesson plans to enhance the learning experience.
6. Can "One Big Party" be used independently or does it require teacher facilitation? While the game can be played independently, teacher facilitation can significantly enhance the learning outcomes.
7. How does "One Big Party" promote critical thinking? The game encourages students to make strategic decisions, evaluate the consequences of their choices, and analyze the different approaches of political parties.
8. What are the limitations of "One Big Party"? The game simplifies complex political concepts, and it's crucial to supplement the game with additional resources and discussions for a more comprehensive understanding.
9. Where can I access "One Big Party"? The game is freely available on the iCivics website.

Related Articles:

1. The Evolution of the American Two-Party System: A historical overview of the development of the Democratic and Republican parties.
2. The Impact of Third Parties on American Politics: An in-depth analysis of the role and influence of third parties.
3. Campaign Finance Reform in the United States: Exploring the debates and challenges surrounding campaign finance laws.
4. Voter Turnout and Civic Engagement: Examining factors influencing voter turnout and strategies to improve civic participation.
5. Political Polarization in the United States: Analyzing the causes and consequences of increasing political division.
6. The Role of Media in Shaping Political Opinions: Exploring the impact of media bias and its influence on political discourse.
7. Understanding Political Ideologies: An explanation of different political ideologies and their impact on policy choices.
8. The Electoral College System: A Critical Analysis: A discussion of the pros and cons of the Electoral College.
9. How to Become an Informed and Engaged Citizen: Practical tips for civic engagement and

participation.

one big party icivics: *Fault Lines in the Constitution* Cynthia Levinson, Sanford Levinson, 2017-09-01 Many of the political issues we struggle with today have their roots in the US Constitution. Husband-and-wife team Cynthia and Sanford Levinson take readers back to the creation of this historic document and discuss how contemporary problems were first introduced—then they offer possible solutions. Think Electoral College, gerrymandering, even the Senate. Many of us take these features in our system for granted. But they came about through haggling in an overheated room in 1787, and we’re still experiencing the ramifications. Each chapter in this timely and thoughtful exploration of the Constitution’s creation begins with a story—all but one of them true—that connects directly back to a section of the document that forms the basis of our society and government. From the award-winning team, Cynthia Levinson, children’s book author, and Sanford Levinson, constitutional law scholar, *Fault Lines in the Constitution* will encourage exploration and discussion from young and old readers alike.

one big party icivics: *The History of the Democratic Party* Heather Lehr Wagner, 2007 Learn about the Democratic Party, the oldest political party in the U.S. and among the oldest political parties in the world.

one big party icivics: *To Make Men Free* Heather Cox Richardson, 2014-09-23 From the New York Times bestselling author of *Democracy Awakening*, “the most comprehensive account of the GOP and its competing impulses” (Los Angeles Times) When Abraham Lincoln helped create the Republican Party on the eve of the Civil War, his goal was to promote economic opportunity for all Americans, not just the slaveholding Southern planters who steered national politics. Yet, despite the egalitarian dream at the heart of its founding, the Republican Party quickly became mired in a fundamental identity crisis. Would it be the party of democratic ideals? Or would it be the party of moneyed interests? In the century and a half since, Republicans have vacillated between these two poles, with dire economic, political, and moral repercussions for the entire nation. In *To Make Men Free*, celebrated historian Heather Cox Richardson traces the shifting ideology of the Grand Old Party from the antebellum era to the Great Recession, revealing the insidious cycle of boom and bust that has characterized the Party since its inception. While in office, progressive Republicans like Teddy Roosevelt and Dwight Eisenhower revived Lincoln's vision of economic freedom and expanded the government, attacking the concentration of wealth and nurturing upward mobility. But they and others like them have been continually thwarted by powerful business interests in the Party. Their opponents appealed to Americans' latent racism and xenophobia to regain political power, linking taxation and regulation to redistribution and socialism. The results of the Party's wholesale embrace of big business are all too familiar: financial collapses like the Panic of 1893, the Great Depression in 1929, and the Great Recession in 2008. With each passing decade, with each missed opportunity and political misstep, the schism within the Republican Party has grown wider, pulling the GOP ever further from its founding principles. Expansive and authoritative, *To Make Men Free* is a sweeping history of the Party that was once America's greatest political hope -- and, time and time again, has proved its greatest disappointment.

one big party icivics: *Game Plan* Charles Wilson, 2016-06-21 National bestselling author Charles Wilson delivers a cutting-edge thriller based on real-life experiments at improving human intelligence currently underway in both government and private circles. Imagine a computer chip no bigger than the tip of a pencil. This chip, if implanted in a human brain, could give someone encyclopedic knowledge, lightning-fast reflexes and superior learning skills. In a remote military hospital in Montana, an experiment is being performed: implant the chip into the brains of five volunteers. These volunteers, four men and one woman, are all serving life sentences in prison. The experiment works...but the five criminals escape. One young doctor is pulled into the intrigue by the baffling murder of his medical school mentor. Can this one doctor stop the conspiracy of five powerful opponents...whose driving desire is absolute and total control?

one big party icivics: American Government 3e Glen Krutz, Sylvie Waskiewicz, 2023-05-12 Black & white print. American Government 3e aligns with the topics and objectives of many government courses. Faculty involved in the project have endeavored to make government workings, issues, debates, and impacts meaningful and memorable to students while maintaining the conceptual coverage and rigor inherent in the subject. With this objective in mind, the content of this textbook has been developed and arranged to provide a logical progression from the fundamental principles of institutional design at the founding, to avenues of political participation, to thorough coverage of the political structures that constitute American government. The book builds upon what students have already learned and emphasizes connections between topics as well as between theory and applications. The goal of each section is to enable students not just to recognize concepts, but to work with them in ways that will be useful in later courses, future careers, and as engaged citizens. In order to help students understand the ways that government, society, and individuals interconnect, the revision includes more examples and details regarding the lived experiences of diverse groups and communities within the United States. The authors and reviewers sought to strike a balance between confronting the negative and harmful elements of American government, history, and current events, while demonstrating progress in overcoming them. In doing so, the approach seeks to provide instructors with ample opportunities to open discussions, extend and update concepts, and drive deeper engagement.

one big party icivics: The CIA World Factbook 2011 United States. Central Intelligence Agency, 2011-03-01 Provides information on such topics as politics, military expenditures, and economics, and shares comprehensive, country-by-country statistical and rate information.

one big party icivics: Democracy and Philanthropy Eric John Abrahamson, 2013-10

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one big party icivics: Vote for Our Future! Margaret McNamara, 2020-02-18 In this charming and powerful picture book about voting and elections, the students of Stanton Elementary School learn how we can find--and use--our voices for change. Every two years, on the first Tuesday of November, Stanton Elementary School closes for the day. For vacation? Nope! For repairs? No way! Stanton Elementary School closes so that it can transform itself into a polling station. People can come from all over to vote for the people who will make laws for the country. Sure, the Stanton Elementary School students might be too young to vote themselves, but that doesn't mean they can't encourage their parents, friends, and family to vote! After all, voting is how this country sees change--and by voting today, we can inspire tomorrow's voters to change the future.

one big party icivics: Designing Reality Neil Gershenfeld, Alan Gershenfeld, Joel Cutcher-Gershenfeld, 2017-11-14 That's the promise, and peril, of the third digital revolution, where anyone will be able to make (almost) anything Two digital revolutions -- computing and communication -- have radically transformed our economy and lives. A third digital revolution is here: fabrication. Today's 3D printers are only the start of a trend, accelerating exponentially, to turn data into objects: Neil Gershenfeld and his collaborators ultimately aim to create a universal replicator straight out of Star Trek. While digital fabrication promises us self-sufficient cities and the ability to make (almost) anything, it could also lead to massive inequality. The first two digital revolutions caught most of the world flat-footed, thanks to Designing Reality that won't be true this time.

one big party icivics: Just Help! Sonia Sotomayor, 2022-01-25 From the author of the #1 New York Times bestseller Just Ask! comes a fun and meaningful story about making the world--and your community--better, one action at a time, that asks the question: Who will you help today? Every night when Sonia goes to bed, Mami asks her the same question: How did you help today? And since Sonia wants to help her community, just like her Mami does, she always makes sure she has a good answer to Mami's question. In a story inspired by her own family's desire to help others, Supreme

Court Justice Sonia Sotomayor takes young readers on a journey through a neighborhood where kids and adults, activists and bus drivers, friends and strangers all help one another to build a better world for themselves and their community. With art by award-winning illustrator Angela Dominguez, this book shows how we can all help make the world a better place each and every day. Praise for Just Help!: Generosity proves contagious in this personal portrait of community service by Supreme Court Justice Sotomayor. --Publishers Weekly For use in civics units or in lessons on being a good neighbor, this provides wonderful encouragement to show that children can help in big and small ways. --School Library Journal

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one big party icivics: Cokie Steven V. Roberts, 2021-11-02 The extraordinary life and legacy of legendary journalist Cokie Roberts—a trailblazer for women—remembered by her friends and family. Through her visibility and celebrity, Cokie Roberts was an inspiration and a role model for innumerable women and girls. A fixture on national television and radio for more than 40 years, she also wrote five bestselling books focusing on the role of women in American history. She was portrayed on Saturday Night Live, name checked on the West Wing, and featured on magazine covers. She joked with Jay Leno, balanced a pencil on her nose for David Letterman, and was the answer to numerous crossword puzzle clues. Many dogs, and at least one dairy cow, were named for her. When the legendary 1980s Spy Magazine ran a diagram documenting all her connections with the headline "Cokie Roberts - Moderately Well-Known Broadcast Journalist or Center of the Universe?" they were only half-joking. Cokie had many roles in her lifetime: Daughter. Wife. Mother. Journalist. Advocate. Historian. Reflecting on her life, those closest to her remember her impressive mind, impish wit, infectious laugh, and the tenacity that sent her career skyrocketing through glass ceilings at NPR and ABC. They marvel at how she often put others before herself and cared deeply about the world around her. When faced with daily decisions and dilemmas, many still ask themselves the question, 'What Would Cokie Do?' In this loving tribute, Cokie's husband of 53 years and bestselling-coauthor Steve Roberts reflects not only on her many accomplishments, but on how she lived each day with a devotion to helping others. For Steve, Cokie's private life was as significant and inspirational as her public one. Her commitment to celebrating and supporting other women was evident in everything she did, and her generosity and passion drove her personal and professional endeavors. In Cokie, he has a simple goal: "To tell stories. Some will make you cheer or laugh or cry. And some, I hope, will inspire you to be more like Cokie, to be a good person, to lead a good life."

one big party icivics: The Conservative Sensibility George F. Will, 2019-06-04 The Pulitzer Prize-winning columnist's astonishing and enthralling New York Times bestseller and Notable Book about how the Founders' belief in natural rights created a great American political tradition (Booklist) -- easily one of the best books on American Conservatism ever written (Jonah Goldberg). For more than four decades, George F. Will has attempted to discern the principles of the Western political tradition and apply them to America's civic life. Today, the stakes could hardly be higher. Vital questions about the nature of man, of rights, of equality, of majority rule are bubbling just beneath the surface of daily events in America. The Founders' vision, articulated first in the Declaration of Independence and carried out in the Constitution, gave the new republic a framework for government unique in world history. Their beliefs in natural rights, limited government, religious freedom, and in human virtue and dignity ushered in two centuries of American prosperity. Now, as

Will shows, conservatism is under threat -- both from progressives and elements inside the Republican Party. America has become an administrative state, while destructive trends have overtaken family life and higher education. Semi-autonomous executive agencies wield essentially unaccountable power. Congress has failed in its duty to exercise its legislative powers. And the executive branch has slipped the Constitution's leash. In the intellectual battle between the vision of Founding Fathers like James Madison, who advanced the notion of natural rights that pre-exist government, and the progressivism advanced by Woodrow Wilson, the Founders have been losing. It's time to reverse America's political fortunes. Expansive, intellectually thrilling, and written with the erudite wit that has made Will beloved by millions of readers, *The Conservative Sensibility* is an extraordinary new book from one of America's most celebrated political writers.

one big party icivics: *Fault Lines in the Constitution: The Graphic Novel* Cynthia Levinson, Sanford Levinson, 2020-09-22 The latest volume in our World Citizen Comics graphic novel series, *Fault Lines in the Constitution* teaches readers how this founding document continues to shape modern American society. In 1787, after 116 days of heated debates and bitter arguments, the United States Constitution was created. This imperfect document set forth America's guiding principles, but it would also introduce some of today's most contentious political issues—from gerrymandering, to the Electoral College, to presidential impeachment. With colorful art, compelling discourse, and true stories from America's past and present, *Fault Lines in the Constitution: The Graphic Novel* sheds light on how today's political struggles have their origins in the decisions of our Founding Fathers. Children's book author Cynthia Levinson, constitutional law scholar Sanford Levinson, and artist Ally Shwed deftly illustrate how contemporary problems arose from this founding document—and then they offer possible solutions. This book is part of the World Citizen Comics series, a bold line of civics-focused graphic novels that equip readers to be engaged citizens and informed voters.

one big party icivics: *Sesame Street: Let's Cook!* Susan McQuillan, 2015-05-19 50 healthful, fun recipes for parents and children ages 2 to 5 from “celebrity chefs” Elmo, Cookie Monster, Grover, and the beloved Sesame Street gang. Sesame Street has been entertaining and educating young children and their parents for 45 years with its irresistible, brightly colored “monsters.” In recent years, Elmo, Cookie Monster, and the rest of the bunch have appeared with chefs and on TV to teach kids about healthy eating. Studies have even shown that Elmo helps kids like broccoli. In April 2014, Michelle Obama announced a national “Eat Brighter” campaign that features Sesame Street characters on food labels. *Sesame Street Let's Cook!* furthers this new effort in cookbook form. It features a visual “ABCs of Healthy Foods,” plus 50 simple, healthful recipes for breakfasts, main meals, and snacks. There's a color photo for every recipe, Kids! steps, nutrition tips, and clever sidebars that teach young children ages 2 to 5 skills such as counting, matching, learning the alphabet, and more. This is a fun, practical book to help parents and their kids make simple meals, enjoy time together in the kitchen, and learn about healthy eating.

one big party icivics: *Reading Like a Historian* Sam Wineburg, Daisy Martin, Chauncey Monte-Sano, 2015-04-26 This practical resource shows you how to apply Sam Wineburg's highly acclaimed approach to teaching, *Reading Like a Historian*, in your middle and high school classroom to increase academic literacy and spark students curiosity. Chapters cover key moments in American history, beginning with exploration and colonization and ending with the Cuban Missile Crisis.

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literacies and human connectedness, Mihailidis outlines a model for empowering young citizens to use media to meaningfully engage in daily life.

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Concerns also linger in Brussels about the implications of the Trump Administration's America First foreign policy and its positions on a range of international issues, including Russia, Iran, the Israeli-Palestinian conflict, climate change, and the role of multilateral institutions. This report serves as a primer on the EU. Despite the UK's vote to leave the EU, the UK remains a full member of the bloc until it officially exits the EU (which is scheduled to occur by October 31, 2019, but may be further delayed). As such, this report largely addresses the EU and its institutions as they currently exist. It also briefly describes U.S.-EU political and economic relations that may be of interest.

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one big party icivics: A Crucible Moment National Task Force on Civic Learning and Democratic Engagement, Association of American Colleges and Universities, 2012 This report from the National Task Force on Civic Learning and Democratic Engagement calls on the nation to reclaim higher education's civic mission. Commissioned by the Department of Education and released at a White House convening in January 2012, the report pushes back against a prevailing national dialogue that limits the mission of higher education to workforce preparation and training while marginalizing disciplines basic to democracy. It calls on educators and public leaders to advance a 21st century vision of college learning for all students, a vision with civic learning and democratic engagement an expected part of every student's college education. The report documents the nation's anemic civic health and includes recommendations for action that address

campus culture, general education, and civic inquiry as part of major and career fields as well as hands on civic problem solving across differences. This report was prepared at the invitation of the U.S. Department of Education under the leadership of the Global Perspective Institute, Inc. (GPI) and AAC&U. It was developed with input from a series of national roundtables involving leaders from all parts of the higher education and civic renewal communities.

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